SNK™

NEO·GEO CD

ACTION SHOOTING GAME

METAL SLUG 2™

NEO GEO™

ADVANCED ENTERTAINMENT SYSTEM

©SNK 1998

One Slash of Salutations

Thank you for your purchase of this NEOGEO CD software, "METAL SLUG2" Before you unsheathe your weapon, be sure to read through this user's manual thoroughly.

★ For younger children who will play this game, a parent or guardian should read this manual and inform them of its contents.

★ Also have your NEOGEO CD or NEOGEO CDZ console's manual on hand to consult when necessary.

WARNING

To get the most enjoyment out of this and other NEO GEO video games, we encourage you to follow the suggestions below.

● Be sure to take a break at least once every hour. When you are very tired or are sick, it is best to refrain from playing until your body has returned to normal.

● Be sure to play video games in a bright environment at a healthy distance from the television screen.

[EPILEPSY - WARNING]

Please read before palying the NEO GEO system

● The perception of certain flashing light patterns, bright light patterns or auditory sound patterns, commonly found in our daily environment, as viewed or heard by a small segment of the population, can lead to epileptic seizures. If you have an epileptic condition, please consult your physician before playing video games. Individuals who have not experienced any previous seizures may have an undetected epileptic condition. If you experience any of the following symptoms while playing video games, consult your physician : incoluntary muscle contractions, auditory seizures, altered vision, mental confusion, disorientation and convulsions.

PROJECTION TELEVISION WARNING

Do not use a front or rear projection television with your NEO GEO CD / NEO GEO HOME SYSTEM CONSOLE or NEO GEO CD / NEO GEO HOME SYSTEM games. Still pictures or images in video games, or placing a game on hold or pause, may cause permanent picture-tube damage. SNK and its licensees will not be liable for any damage to your projection television if you ignore this warning and use your NEO GEO CD / NEO GEO HOME SYSTEM CONSOLE or games with yout projection television.

AVERTISSEMENT

PRECAUTIONS A PRENDRE DANS TOUS LES CAS POUR L'UTILISATION D'UN JEU VIDEO

- Ne vous tenez pas trop prés de l'écran.
- Jouez à bonne distance de l'écran de télevision et aussi loin que le permet le cordon de raccordement.
- Utilisez de préférence les jeux vidéo sur un écran de petite taille
- Évitez de jouer si vous êtes fatigué ou si vous manquez de sommeil
- Assurez-vous que jouez dans une pièce bien éclairée
- En cours d'utilisation, faites des pauses de dix à quinze minutes toutes les heures

[AVERTISSEMENT SUR L'EPILEPSIE]

A lire avant toute utilisatin d'un jeu vidéo par vous-même ou votre enfant

Certaines personnes sont susceptibles de faire des crises d'épilepsie ou d'avoir des pertes de conscience à la de certains types de lumières clignotantes ou d'eléments fréquents dans notre environnement quotidien. Ces personnes s'exposent a des crises lorque'elles regardent certaines images télévisées ou qu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais eté confronté à une crise d'épilepsie. Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses, veuillez consulter votre médecin avant loute utilisation. Nous conseillons aux parents d'être attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo. Si vous-même ou votre enfant présentez un des symptômes suivants : vertige, trouble de la vision, contraction des yeus ou des muscles, perte de consciece, trouble de l'orientation, mouvement involontaire ou convulsion, veuillez immédiatement cesser de jouer et consulter un médecin.

CONTENTS

2 Notes
3 Metal Slug 2: Prologue
4 Operation of the Controller
5 Game Screen
6 Game Modes
8 Combat School
9 Combat School Play
10 Pin Point Attack
11 Survibal Attack
12 Items
14 Vehicles
16 Chatacter Profiles

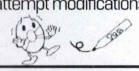
NOTES ON USE

This CD designed exclusively for NEOGEO CD Console. Do not use it with musical CD players. Before starting to play, read the notes below carefully and enjoy playing in proper way.

HOW TO HANDLE THE DISK

Do not scratch the surface of discs.
Be particulaly careful when putting in and taking out of the cases.

Do not write of paint, or place the stickers on the printed side of discs. It may result in the mis-reading of data.
Do not bend or attempt modifications on discs.



Keep the reading side of discs clean. If it gets filthy, wipe on the surface with a soft and dry cloth in a straight motion from the center out. Do not use thinner or benzene to clean the discs.

When not in use, keep discs in their protective cases
Avoid placing discs in damp areas or circumstances of high temperature.

MENU SELECTION AT TITLE SCREEN

At the TITLE screen, you can select menus below. Select with the joystick and confirm with the A Button.

GAME START
Starts game. OPTION screen appears.

DEMO GAME
Game title and game demonstration are shown.

HOW TO PLAY
Demonstrates HOW TO PLAY.

EXIT
Returns to the MAIN MENU screen.

THE BACK-UP MEMORY FUNCTION

Using the built-in Back-up Memory of the NEO GEO CD CONSOLE, you can easily save and load date of the game. Don't miss to first format the back - up memory before any saving and loading.

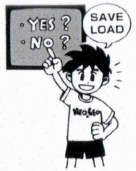
※ See "FORMATTING THE BACK-UP MEMORY "in the NEOGEO CD CONSOLE's instruction booklet.

■ To Save

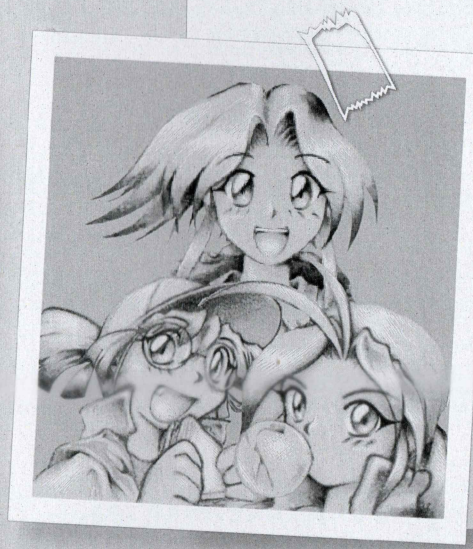
After playing the game, "SAVE DATA" appears on the screen. Select "YES" with the joystick and cofirm with the A Button to save data of the game. Some titles have the function to save data automatically while playing.) Note that previous data will be delated when new data of the same titles is saved.

■ To Load

When data of the game has been already saved, "LOAD DATA" appears on the screen before the start of the game. Select"YES" with the joystick and confirm with the A Button. You can restart your game from the stage you left off.



PROLOGUE



Two years have passed since the end of the full-scale coup. Peace has returned to the world, and for Marco and Tarma, the two heroes have earned a brief respite from battle. Then, one day...

The Intelligence Agency intercepts a transmission concerning a full-scale coup! Knowing only a smidgen of the horrid and bold plan, Marco and Tarma simultaneously thought of only one fiend, a truly heartless living demon:

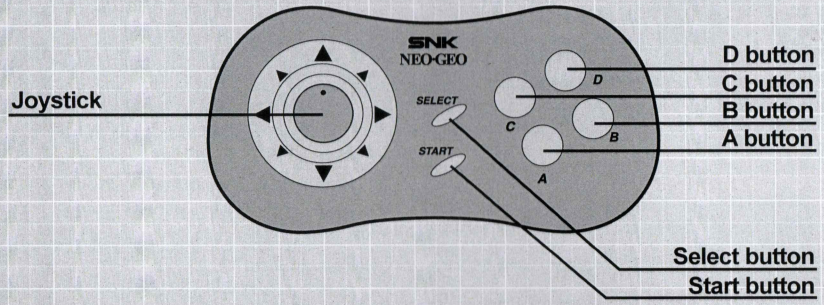
"The Dastardly Devil Morden!"

Could it be after the recent coup attempt, General Morden's up to his old tricks?

After only a brief period of two years, how has Morden's minions regrouped such a military force?

With their trusty (?) new companions Fio and Eri, Marco and Tarma's battle begins anew!

Operation of the Contoller

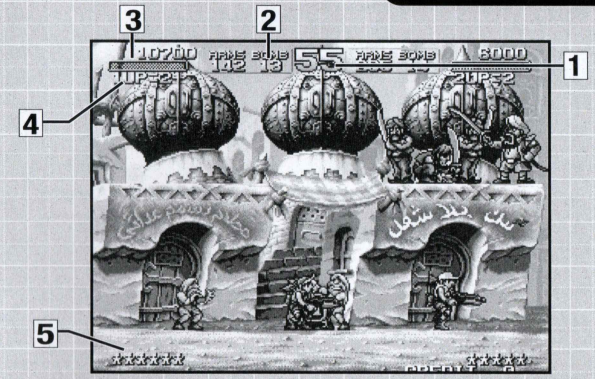


Select button	: Pause/Pause release
Start button	: Game start/Break-in play/Continue
Joystick	: Character movement, determining direction of shots/Selection of items
A button	: Shoot
B button	: Jump
C button	: Grenades (When riding vehicles, cannon, etc.)
D button	: Not used

SPECIAL CONTROLS

* 1 To get out of vehicles, push the B button while pushing the joystick down.\
* 2 Push the A and B buttons when riding vehicles for the Metal Slug Attack. (Ram vehicles into enemy forces to maximize damage!)
* 3 During jumps, pull the joystick down and push A button to shoot downward.
* 4 Push B button to board vehicles.

Game Screen



1 Timer display

Time limit to clear the stage. If this reaches "Q" a "miss" is counted, and the supply of characters cecreases by one.

2 Remaining Ammo

ARMS shows the amount of ammunition let in your character's weapon. BOMB lor CANNON, etc., when riding vehicles) represents the number of grenades missies, and carnen shells available.

3 Damage Gauge (When riding vehicle)

When riding a vehicle the gauge decreases when the vehicle is hit by enemy fire. When the gauge disappears, the vehicle can no longer be used.

4 Remaining characters

5 Credit

Displays the number of times you can continue game play.

After the Game screen, the Menu sercen will appear. Move the joystick up or down to select an item and push A button. Push B button to cancel a Menu selection or close a window. (Pushing the Start Button automatically begins the arcade mission.)

Arcade Mission

For those of you who couldn't quite hack it in the arcades or want to reive the thrills, try this complete transter of the arcace version 'Metal Slug 2 '. Once you clear a stages it can be ravisted any time after (just select cleared stages with the joystick and push A button), Bet you're happy about that Two-pleyer team play is also prossible.

HOW TO PLAY

Displays game control commands.

DEMONSTRATION

Let's you watch game demonstration screens.

COMBAT SCHOOL

A mode wherein you become a rookie for the real army and go through the hell of boot camp. Clear the conditions you're given and rise through the ranks!

ART GALLERY

A mode wherein you can feast your eyes on unreleased illustrations for game scenes. Immerse yourself in the rich world of Metal Slug! Looking at this will make you a Metal Slug warrior.

Joystick	Scrolls graphics
A button	Moves to the next illustration.
B button	Returns to the previous illustration.
C button	Turns the display of the control panel ON/OFF
D button	Changes BGM.
Select Button	Returns to the Title screen.

Option Screen

When you select "OPTION" on the Mode Select Screen, the following settings can be changed.

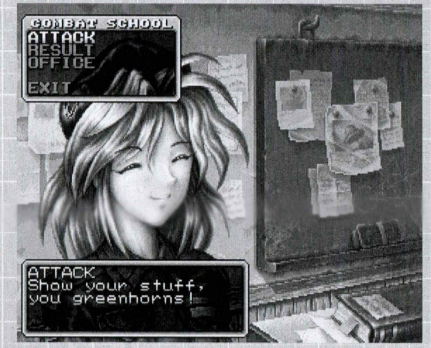
HERO	Sets the number of character lives at 1 to 5.
DIFFICULTY	Changes game difficulty to 1 of 4 levels. EASY ⟶ NORMAL ⟶ MVS ⟶ HARD (Easy) ⟵⟶ (Difficult)
KEY CONFIG	Changes each Button settings.
EXIT	Ends the Option Screen to return to the Title Screen.

Combat School

Select "COMBAT SCHOOL" on the Title screen to call up the main screen of the CD Combat School mode. Select with the joystick and push A button to begin, or B button to cancel.

* To stop play during Combat School mode, turn the unit off after returning to the Title screen. Turning off the unit during Combat School without good reason may damage memory card data.

Main Screen



■ **ATTACK**
Challenge PIN POINT ATTACK and SURVIVAL ATTACK.

■ **RESULT**
Check the 2 kinds of record, Individual Date File and Category Ranking.

■ **OFFICE**
Make or delete the Individual Date File.

■ **EXIT**
Return to the Title Screen

■ **INSTRUCTOR**
A new instructor, Meg, welcomes you with an angelic smile. If your score will be...

Combat School Play

You cannot begin Combat School mode until you enroll (enlist) and create a personal data file.

Creating Personal Data Files

1. Select "OFFICE" on the Main screen and push A button to open the window.
2. Select "JOINING THE ARMY" and push A button to open the data file.
3. Select the blanks in the data file and push A button.
4. Enter your name in the input window. (You can enter up to 8 characters.) Select characters with the joystick and push A button to input or B button to erase one character at a time. When you've entered a name, select "END" and push A button.
5. Enter your date of birth, blood type, and sex in the respective spaces. Enter data starting with date of birth following steps 1 to 4 above. Select "END" and push A button.

Erasing Personal Data Files

Select "DISCHARGE FROM ARMY" in the "OFFICE" window and push A button to open the desired Data File. Select the name of the player you want to erase, and push A button. When the OK window opens, select "YES" and push A button.
(The erased player's records are automatically erased from ranking data by category.)

PINPOINT ATTACK

A mode in which you select a stage and race to clear it ASAP! The faster your time, the higher your evaluation.

PINPOINT ATTACK CONDITIONS

Regardless of OPTION settings, you are given three players. When your player number reaches "0," you fail. If your clear time betters previous records, results are altered and automatically saved.

*By pausing play during a Pinpoint Attack, you can choose to continue play, return to the beginning of the stage, or change to a different stage.

Beginning Pinpoint Attacks

1. Select "ATTACK" in the Main screen and push A button.
2. Select "PIN POINT" in the ATTACK window and push A button.
3. Select 1P or 2P Simultaneous Play in the MODE window and push A button.
4. Select a name stored from the Data Files and push A button. For Two-Player Simultaneous Play, in 1P to 2P order, select a name for each player and push A button.
5. Select a stage you want to take on from the STAGE window and push A button. (Stages not yet cleared in the ARCADE mission cannot be selected.)
6. Select "YES" in the OK window and push A button to begin the Pinpoint Attack!

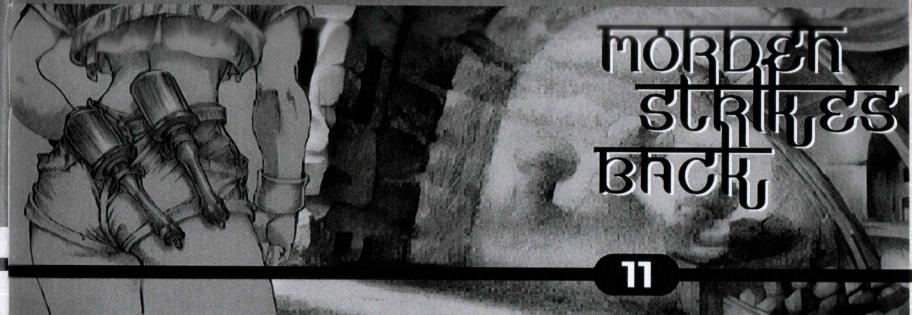
SURVIVAL ATTACK

A mode to see how far you can go without screwing up! Don't let the tension and your sweating hands get to you! (This mode cannot be used until all stages are cleared in the ARCADE MISSION mode.)

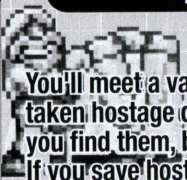
* Pausing play during the Survival Mode lets you continue play or quit.

SURVIVAL ATTACK CONDITIONS

1. Select "ATTACK" in the Main screen and push A button.
2. Select "SURVIVAL" in the ATTACK window and push A button.
3. Select 1P or 2P Simultaneous Play in the MODE window and push A button.
4. Select a name stored in the Data Files and push A button. For Two-Player Simultaneous Play, In 1P to 2P order, select a name for each player and push A button.
5. Select "YES" in the OK window and push A button to begin the Survival Attack!



ITEMS



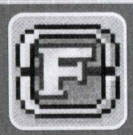
You'll meet a variety of buddies taken hostage during each stage. If you find them, be sure to save them! If you save hostages, they'll produce a variety of items from their bulgy pants and give them to you!

Shotgun

Maximize damage to your enemies. But watch out! Its range is the shortest of all weapons.

Heavy Machine Gun

A rapid-fire, high-caliber machine gun. Oh, what a feeling!

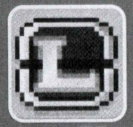


Flame Shot

A flamethrower that's best for enemies that look like they'll burn easy.

Rocket Launcher

Shoot missiles with limited homing ability. Toast your enemies with its blast.



Laser Shot

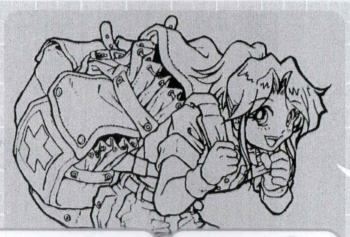
Pierce oncoming enemies with this laser beam.

Flame Bottle

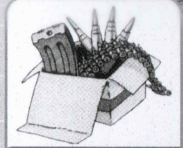
Say Cheers to destruction with this powerful Molotov cocktsil.

Armor Piercer

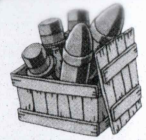
An anti-armor shell that can only be used with Metal Slug. Ideal for destroying and piercing tanks and walls.



Ammunition Points



Bullet Items
Replenish your supply of bullets.



Ammunition Items
Replenish your supply of grenades and Metal Slug cannon shells.

Energy Items
Repair damage to Metal Slug and other vehicles.

Bonus Items
Stuffed animals, food, etc. But don't eat too much!

Vehicles

Each stage has its own trusty vehicles. If you find them, get into them as soon as possible. Your fighting power will increase dramatically.

A multi-function vehicle that crouches and jumps!

AVTOL fighter with powerful Vulcan cannon and high-speed missiles.

Reliable friends appear for the first time!

It's your mistake to think this guy's just another prisoner. He's a shrewd technician who can help you out. Rescue him and gain a powerful ally!

A two-legged land fighter. It walks like a crab and is great for jumping.

A camel equipped with a Vulcan cannon! It may look silly, but don't underestimate its power!

She's a supply soldier who was mistakenly shipped to the frontline. Dodging bullets and mayhem, she offers valuable items to keep you going. Rumi, you're a peach!

MARCO ROSSI

Major Marco Rossi

This Italian nice guy is brimming with a sense of justice and the Latin spirit for life! Courageously facing any mission, no matter what the danger, Marco proves he's got what it takes!

TARMA ROVING

Colonel Tarma Roving

The cool partner who saved Marco's backside in the last mission is back. He loves, and hates, his pal like a big brother. After this mission, this sentimental 25-year-old hopes to open his own bike shop.

ERI KASAMOTO

Sergeant Eri Kasamoto

Member of the special operations corps, this plucky little explosives expert is known as the "Memphis Bombshell."

FIO GERMI

Sergeant First Class Fio Germi

The only daughter of the famous Germi clan, who's produced generations of highly praised military personnel. Her father, who hopes her daughter finds glory as a soldier, has sent Fio on this mission.

AVISO

Para que pueda disfrutar mas de este y otros video juegos - NEO·GEO, recomendamos a que sigan las siguientes sugerencias.

- Asegúrese de tomar un descanso por lo menos una vez cada hora. Cuando este muy cansado u enfermo, es mejor que no juegue hasta que se recupere.
- Asegúrese de jugar en un lugar bien iluminado y a una buena distancia del monitor del televisor.

[AVISO DE EPILEPSIA]

POR FAVOR DE LEER ANTES DE JUGAR EL SISTEMA NEO·GEO

La percepción de ciertos patrones de luces artificiales, patrones de luces brillantes o patrones de sonidos auditivos, comúnmente encontrados en nuestro medio ambiente, visto u escuchado por una pequeña parte de la población, puede conducir a un ataque epiléptico. Si tiene una condición epiléptica, por favor de consultar con su médico antes de jugat video juegos. Individuos que nunca antes han pasado por una experiencia epiléptica, pudiera tener una condición epiléptica nunca antes detectada. Si usted experimenta algunos de los siguientes sintomas mientras juega video juegos, consulte con su médico; contracciones musculares involuntarios, ataques auditivos, alteración de visión, confusión mental, desorientación y convulsiones.

WARNUNG

Um den größtmöglichen Spielspaß mit diesem oder anderen NEO-GEO-Videospielen zu erlangen,möchten wir Sie bitten die nachfolgenden Hinweise unbedingt zu beachten!!!

- Stellen Sie sicher, daß Sie nach jeder Spielstunde eine Spielpause einlegen! Wenn Sie übermüdet oder krank sind, ist es ratsam von dem Spielen eines Videospieles abzusehen, bis Ihr Körper sich regeneriert hat!
- Stellen Sie sicher, daß Sie Videospiele in einer hellen Umgebung und einem gesunden Abstand zum TV-Bildschirm spielen!

[EPILEPSIE - WARNUNG]

Bitte lesen Sie dies bevor Sie mit dem NEO-GEO-System spielen!!!

- Die geistige Wahrnehmung von gewissen blitzend Lichtmustern, grellen Lichtmustern oder hörbaren Schallmustern, welche im Allgemeinen in unserer alltäglichen Umgebung zu finden sind, können betrachet oder gehört bei einem kleinen Teil der Bevölkerung zu epileptischen Anfällen führen. Sollten Sie Epileptiker sein, konsultieren Sie bitten erst Ihren Arzt bevor Sie Videospiele spielen! Menschen, welche bisher keine Erfahrung mit Anfällen. Hatten, haben womöglich eine bisher unerkannte Neigung zu epileptischen Anfällen. Sollten Sie irgendwelche der nachfolgenden Symtome während des Spielens mit Videospielen bei sich oder anderen bemerken, konsultieren Sie bitte sofort Ihren Arzt: unkontrollierte Muskelzuckungen, Hörstörungen, Sehstörungen, geistige Verwirrung, Desorientierung, Krämpfe und Zuckungen!

★ All rights reserved. No portion of the contents may be reproduced, transmitted, distributed, rented or resold in any form. Unauthorized reproduction is a violation of applicable laws and is subject to criminal prosecution.
★★ SNK and NEO·GEO are registered trademarks of SNK.

NGCD-2411
MADE IN JAPAN.

NEO GEO™
ADVANCED ENTERTAINMENT SYSTEM

SNK